

DATE-21st Oct,2014

DAY -TUESDAY

The allocation of work was done for Diwali vacations at our home.

Date 24th Oct,2014

I started designing different functions for random level generation.

It had two different parts.

First is arranging the blocks randomly

and later solving the given level

26th Oct , 2014

The code seemed much complicated , so I started to list the various functions for this code.

I wrote function giving details whether a block is overlapping on any block on board

DATE-28th Oct ,2014

DAY -TUESDAY

I and Amit did some work on the the code-writing for random generation of level.

I searched about lists on internet.

DATE-29th Oct,2014

DAY - WEDNESDAY

The work was shown to the TA.

DATE-30th Oct,2014

DAY -THURSDAY

There were some errors in our program we discussed about those errors and their solution .

DATE-5th NOV.2014

DAY-WEDNESDAY

We corrected our errors but there were some errors which we could not solve so we discussed with TA.

DATE-8th NOV,2014

DAY -SATURDAY

This was our last meeting before end-sem.problem regarding block overlapping solved.

DATE-18th NOV,2014

DAY -TUESDAY

We modified our functions such as

- 1.bool can prisoner escape
- 2.bool can block be moved etc.

DATE-20th NOV,2014

DAY - THURSDAY

I wrote the blockers array.

This is graphics part . I used some of already written functions in this code.

DATE-22st NOV,2014

DAY -SATURDAY

The work done on the project was merged.

DATE-23rd NOV,2014

DAY -SUNDAY

The project was finalised.

We loaded some levels created by random generation code in the game play code using files.